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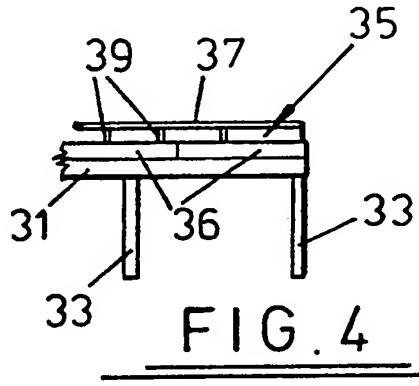
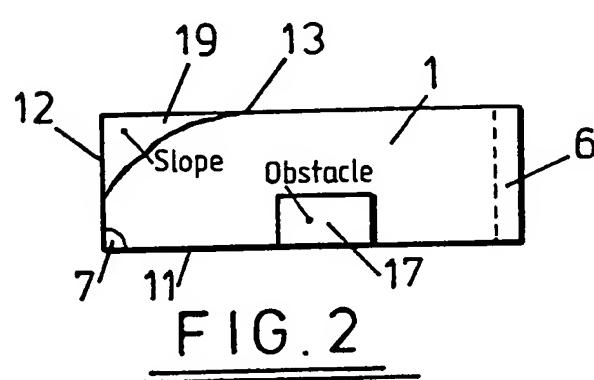
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## (54) Game apparatus

(57) A new table ball game comprises a playing surface 1 on which a ball is receivable and which surface is at a convenient height for striking the ball with a cue. The playing surface has a hole 7 in which the ball is receivable and a defined point or zone 6 from which the ball is initially struck. The shape of, or an obstruction in or on, the playing surface is such as to make it difficult, if not impossible, to hole the ball in one stroke. Preferably, a series of playing surfaces are employed of different shapes, the surfaces being coloured as in the sequence used in the game of snooker. The game may be constructed as tables, each having a metal rail 37 and concrete paving slabs 36 mounted on legs 33.



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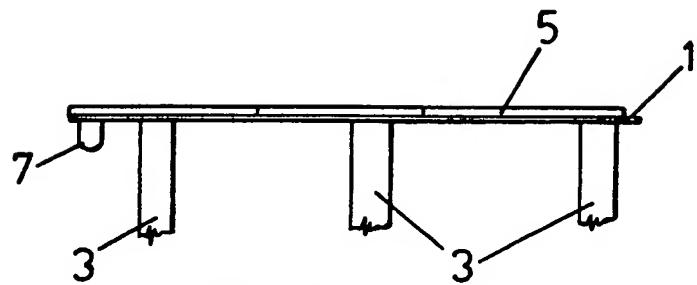


FIG. 1

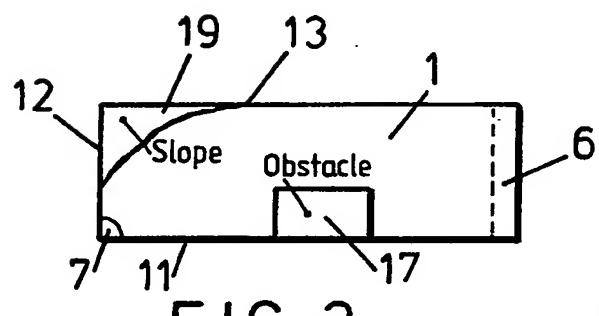


FIG. 2

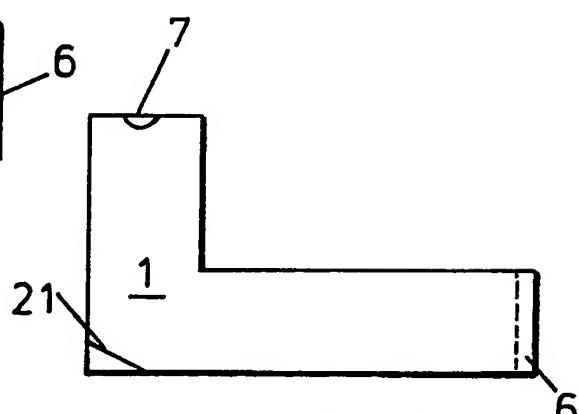


FIG. 3

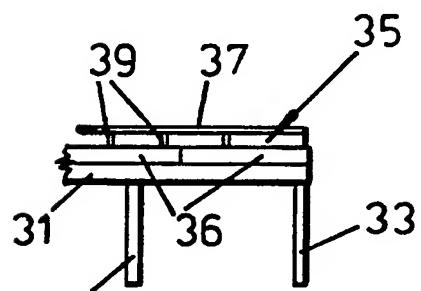


FIG. 4

Title: Game Apparatus

DESCRIPTION

The present invention relates to games and in particular to game apparatus for use in a new game, 5 especially a table ball game.

It is an aim of the present invention to provide apparatus for a new fun game.

Accordingly the present invention provides game apparatus comprising one or more playing surfaces on 10 which one or more balls are receivable and which surfaces are at a convenient height for striking the ball or balls directly or indirectly (say via another ball) with a cue, the playing surface having a hole in which the ball or balls is or are receivable in playing 15 the game and a defined point or zone-conveniently referred to as a start place - from which the ball or balls are initially struck, and wherein the shape of and/or obstruction in or on the playing surface is such as to make it difficult, if not impossible, to hole the 20 ball in one stroke.

Preferably a plurality of playing surfaces are provided and it is preferred for each of these to be different in some way either by virtue of its basic shape and/or provision of a different obstruction. It

will be understood that it is preferred that it must not be completely unreasonable to finish the shot in one stroke. In our preferred version there are twenty one different playing surfaces. Each playing surface is 5 defined at least in part by an upstanding edge, and preferably around the entire boundary, save perhaps for that behind the start place where this is or is defined by a line extending between for example two spaced side boundaries. Conveniently the upstanding edge is formed 10 by a metal rail to a height say substantially equal to the diameter of the balls, and preferably as a bar set up from the playing surface on spaced supports. It is preferred that the start place is a zone on the playing surface allowing for optional positioning of a ball for 15 its initial stroke and defined by a line extending between the side boundaries of the playing surface. Typically this start zone will be across an end part of the playing surface. As an alternative, it could be a specific point on or associated with the playing 20 surface. The upstanding edge may be cushioned by means of some resilient material applied to or forming said upstanding edge.

As concerns the afore-mentioned hole, it is preferred that this be disposed at the boundary of the 25 playing surface, preferably also incorporated into the upstanding edge as a pocket, ie part in the playing

surface and part in the edge, although it could be in the playing surface remote from the boundary.

The playing surface is preferably constituted as a table and may use a construction of wood, metal, 5 plastics, concrete or masonry and where intended for external use will be of a design that any water, eg rain, could be easily dispersed. The playing surface may be flat, ie horizontal in use, or otherwise shaped to make pocketing the shot in one stroke more difficult. 10 Concrete or paving slabs, coated with a weatherproof paint forms a particularly conveniently surface construction.

Optionally the playing surface may be covered with a pile material - typically quite short, but 15 advantageous in controlling speed of the struck ball. For internal use green baise could be used, and for external use a plastics material is envisaged, such as used for artificial turf - but of much finer construction.

20 Further apparatus preferably includes a cue with which to strike the ball or balls, a cueing block for assistance in striking, and the specified number of balls - according to the number of playing surfaces. Progress of the game is tracked with a score game. The 25 cueing block conveniently comprises a block having a V-shaped cut-out in which the cue can be guided.

The present invention will now be described further hereinafter, by way of example only, with reference to the accompanying drawings; in which:-

Figure 1 is a side view showing the playing 5 surface constructed as a table;

Figures 2 and 3 show two possible configurations of playing surface, and

Figure 4 is a fragmentary side view of a preferred table construction.

Referring to the drawings of Figure 1 a playing 10 surface as shown at 1 elevated above ground level by means of legs 3 to position it at a convenient height for striking of a ball (not illustrated) positioned on the playing surface by use of a cue (not illustrated).  
15 The playing surface is defined by an upstanding edge 5 save for an end part serving as a start place 6. Disposed space from the start place is a pocket 7 partly in the playing surface and partly in the edge.

Reference is now made to Figures 2 and 3 which 20 illustrate two possible designs of playing surface and from which it will be understood that the shape of and/or obstructions in or on the playing surface make it difficult to hole the ball in one stroke from the start place, although this is not to be a completely 25 unreasonable possibility. In Figure 2 the basic playing surface is rectangular enclosed by three

upstanding sides 11, 12, 13 but open at the end 6 of the starting place. The pocket 7 is positioned in one corner where sides 11, 12 meet, and the straight line shot between the starting place and the pocket is 5 largely obstructed by the obstruction 17.

This may be as simple rectangular block or could be modelled as desired. A further feature is a slope 19 to be playing surface in the opposite corner 12, 13 to an otherwise flat playing surface. It will be 10 understood that obstructions could be variously positioned on the playing surface to hinder a shot at the hole. Perhaps the simplest and most subtle shaped playing surface would be one which is 3 dimensional but 15 otherwise providing a direct line of sight from the starting place to the hole. The possibilities are numerous.

Figure 3 shows a more complex shape of playing surface - actually L-shaped, with defining edge parts and a pocket 7 in one edge. Access to the hole from the 20 start place is not completely unreasonable by virtue of the provision of the angled boundary 21 by which the struck ball can be deflected towards the hole which is otherwise out of line of sight. Again there are numerous possibilities in combination with the features 25 of Figure 2 and 3 and others.

Figure 4 shows a preferred embodiment of table

construction comprising a metal framework 31 with legs 33 supporting a playing surface 35 made up of concrete conveniently as paving slabs 36 set side by side and painted with such as a gloss paint to provide a suitable 5 finish to the playing surface. An upstanding edge is provided to define the boundary of the playing surface where required and formed by a metal rail 37 carried on spaced supports 39. The rail is at a height substantially equal to the diameter of the balls.

10 There will now be described a preferred method of playing the game utilising twenty one playing surfaces each of varying design.

15 Fifteen of the surfaces are designated "red tables" (conveniently coloured red), eg the legs, and numbered 1 to 15, whilst the remaining tables are designated yellow, green, brown, blue, pink and black respectively. One red ball and one black ball are positioned at each "red table" and one coloured ball at each of the other coloured tables, eg yellow ball-yellow table, green ball - green table through to black ball - black table.

20 One version of the rules using the aforesaid twenty one tables is as follows:-

Starting at red table 1. The red ball is placed 25 anywhere within the starting area, and a shot taken at the pocket. The red ball is struck directly by the

cue. If the ball is pocketed in one stroke 1 point is scored, and the player is then entitled to try and pocket a black ball on the same table, again the black ball is struck directly by the cue. If the black ball 5 is also pocketed in one stroke, a further 7 points is gained. The player then transfers to red table 2. If however the player did not pocket the red in one stroke, he may take more strokes but no points would be scored and nor would they have a shot with the black 10 ball. Play continues like that on all red tables in sequence.

On all other coloured tables, only one ball is used, again struck directly by the cue. If that ball is pocketed in one stroke points are scored as follows, 15 yellow 2 points, green 3 points, brown 4 points, blue 5 points, pink 6 points, black 7 points. Again if the balls are not pocketed in one stroke, more shots can be taken, but no points scored.

Play continues as in sequence, namely red tables 20 1-15, then yellow, green, brown, blue, pink and last black.

The player with the most points at the end is the winner. The maximum score obtainable is 147.

An alternative game uses only one ball per person 25 on each table.

The object of the game is to place the ball in

the starting area, and then to shoot the ball into the table pocket in the least number of shots, and to continue around the tables until all have been played.

The player who completes the game in the least 5 number of shots, will be the winner.

## CLAIMS

1. Game apparatus comprising one or more playing surfaces on which one or more balls are receivable and which surfaces are at a convenient height for striking the ball or balls directly or indirectly with a cue, the playing surface having a hole or pocket in which the ball or balls is or are receivable in playing the game and a defined point or zone conveniently referred to as a start place from which at least one of the ball or balls are initially struck, and wherein the shape of and/or obstruction in or on the playing surface is such as to make it difficult, if not impossible, to hole the ball in one stroke.
2. Game apparatus in which a plurality of surfaces are provided and each of these is different in some way by virtue of its basic shape and/or provision of a different obstruction.
3. Game apparatus as claimed in claim 2 comprising up to 21 different surfaces.
4. Game apparatus as claimed in claim 1, 2 or 3 in which the or each playing surface is defined at least in part by an upstanding edge.
5. Apparatus as claimed in claim 4 in which the upstanding edge bounds the entire playing surface.

6. Game apparatus as claimed in claim 4 in which the upstanding edge bounds the entire playing surface save for that behind the start place where this is defined by a line extending between two spaced side boundaries of  
5 the playing surface.
7. Apparatus as claimed in claim 4,5 or 6 in which the upstanding edge is formed by a metal rail upstanding from the playing surface by a height substantially equal to the diameter of the balls.
- 10 8. Game apparatus as claimed in claim 7 in which the rail is a bar set up from the playing surface on spaced supports.
9. Apparatus as claimed in any preceding claim in which the start place is at an end part of the playing  
15 surface.
10. Apparatus as claimed in any one of claims 1 to 9 in which the start place is a specific point on or associated with the playing surface.
11. Game apparatus as claimed in any previous claim  
20 in which the playing surface is formed by concrete specifically cast or as preformed slabs assembled to the desired shape.
12. Game apparatus as claimed in any preceding claim in which the playing surface is covered with a pile  
25 material.
13. Game apparatus as claimed in any one of claims 4,

5 or 6 in which the upstanding edge is covered with a  
resilient material.

14. Game apparatus as hereinbefore described with  
reference to and as illustrated in any one or more of  
5 the accompanying drawings.